



IMAGINE BASEBALL AS A SPIDER-MAN LEVEL RPG

A SPIDER-MAN BASEBALL RPG



MISSION: GREEN GOBLIN FIELD

- PITCHER**
= GOBLIN LAUNCHER
- BALL**
= TICKING PUMPKIN BOMB
- BATTER**
= SPIDER-MAN / STREET-LEVEL HERO
- FIELDERS**
= OSCORP GUARDS / HENCHMEN
- BASES**
= SAFE ZONES BEFORE DEEONATION

CORE MECHANIC: THE TICKING PITCH

THE BALL ISN'T JUST A PITCH...
IT'S A COUNTDOWN DEVICE.



- NO SWING** → IT DETONATES (STRIKE, PRESSURE BUILDS)
- WEAK HIT** → GUARDS SWARM AND CONTAIN THE BLAST (OUT)
- CRUSH IT** → YOU LAUNCH THE BOMB OUT OF THE ZONE (HOME RUN = FULL DISARM)

SWING WITH SPIDER-SENSE.



RUNNING THE BASES (RPG STYLE)

- 1** **FIRST BASE – ENTRY ZONE**
GUARDS RUSHING IN!
- 2** **SECOND BASE – CHAOS ZONE**
BOMB TICKING LOUDER, TENSION RISING!
- 3** **THIRD BASE – LAST CHANCE ESCAPE**
THIS IS IT. DON'T GET TAGGED!
- H** **HOME PLATE – BOMB NEUTRALIZED**
CITY SAVED.

WHILE RUNNING:

- GUARDS TRY TO TAG YOU = CAPTURE
- YOU GOTTA SLIDE, DODGE, WEAVE LIKE SPIDER-MAN PARKOUR!



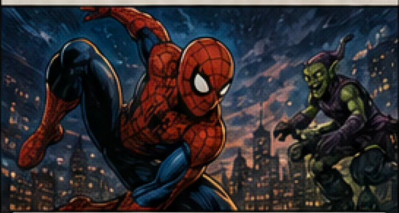
SPECIAL MOMENTS

- PERFECT HIT** (SPIDER-SENSE TIMING)
→ SLOW MOTION. YOU FEEL THE BOMB AND SMACK IT PERFECTLY.
- FOUL BALL**
→ BOMB EXPLODES OUTSIDE THE BATTLEFIELD. (NO DAMAGE, RESET)
- POP FLY**
→ A GUARD CATCHES IT MID-AIR = THEY CONTAIN THE THREAT.
- STEALING A BASE**
→ YOU'RE RISKING RUNNING WHILE THE BOMB IS STILL ACTIVE!

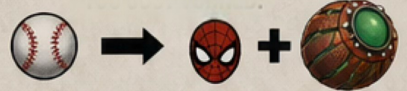
THE FEEL

IT'S NOT JUST BASEBALL ANYMORE...
IT FEELS LIKE:

- A BOSS ENCOUNTER**
- A DEFUSE MISSION**
- A HERO ESCAPE SEQUENCE**



YOU AREN'T JUST PLAYING.
YOU ARE:
✓ SAVING CIVILIANS
✓ OUTMANEUVERING ENEMIES
✓ MAKING SPLIT-SECOND DECISIONS UNDER PRESSURE



“SAVE THE CITY.”

